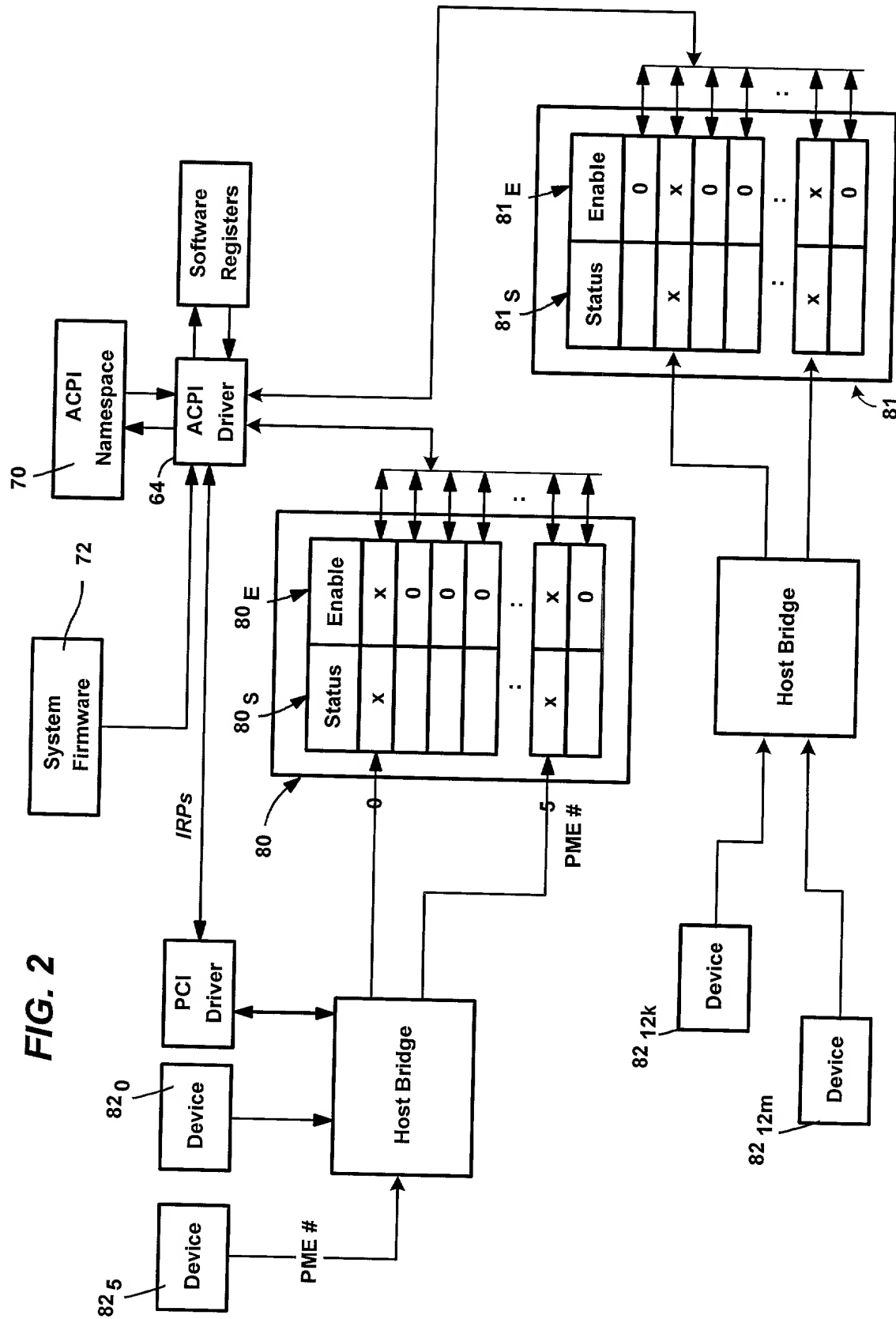


FIG. 1



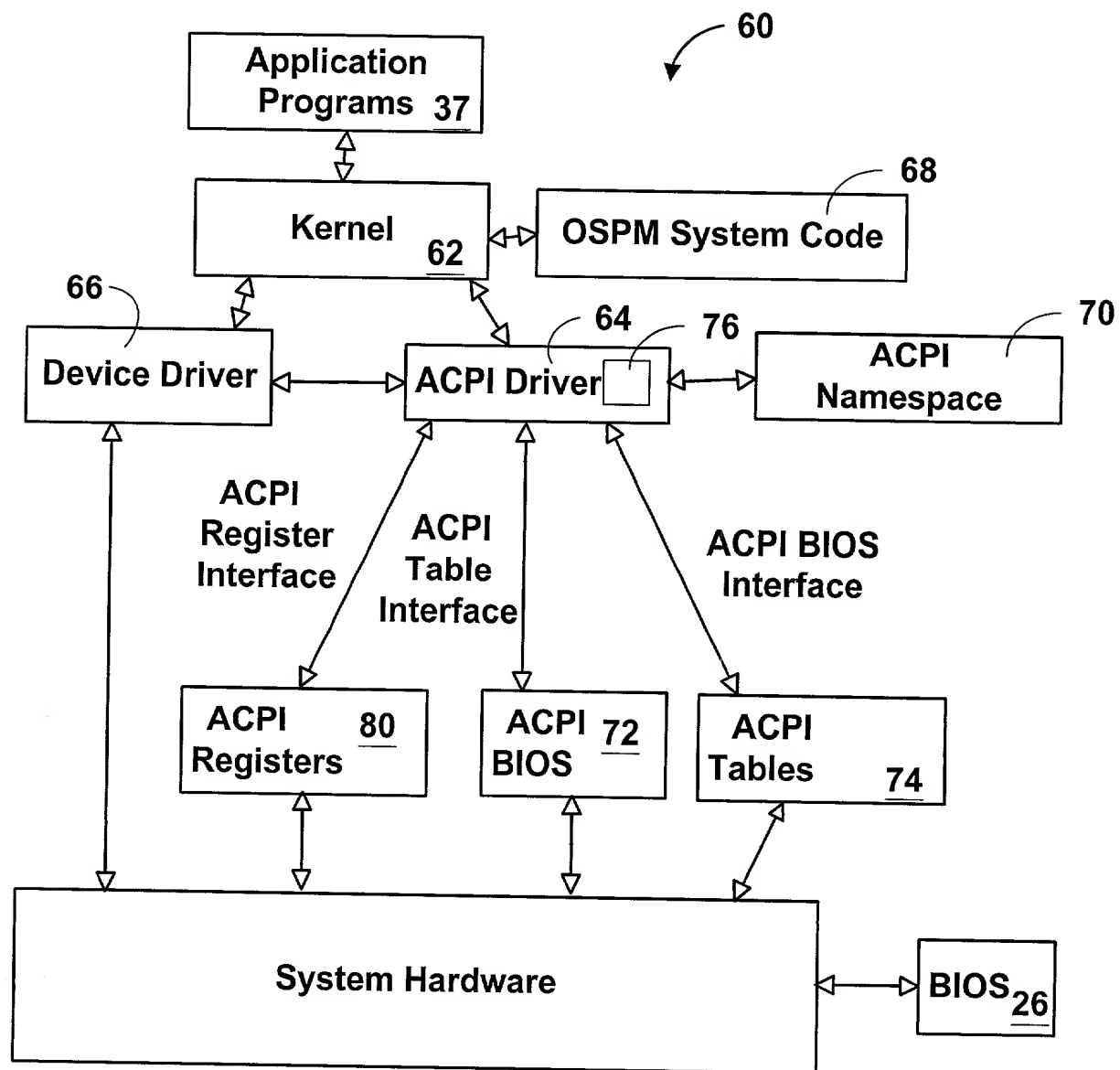
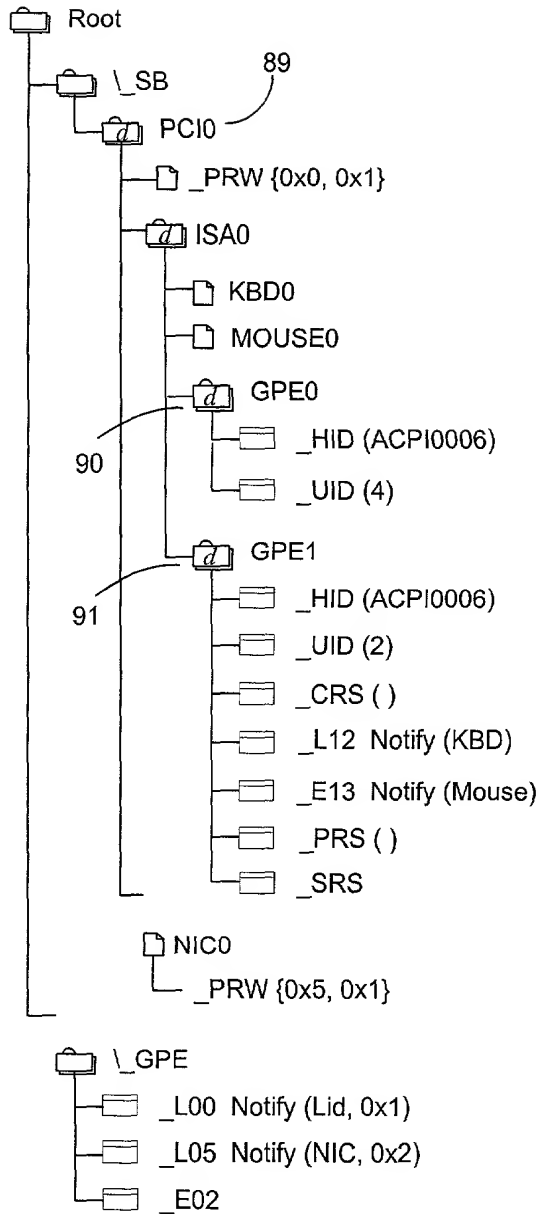


Fig. 3

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- System bus tree
- PCI bus
- Wakeup Capabilities
- ISO0 Devices
- IDE0 keyboard device
- IDE0 mouse device
- Legacy GPE Block Device
- Object to Define the Device's Hardware ID
- Object to Provide the Device a Unique ID
- New GPE Block Device
- Object to Define the Device's Hardware ID
- Object to Provide the Device a Unique ID
- Object to specify device's current resource settings
- Method to handle level-triggered Event from Kbd
- Method to handle edge-triggered Event from mouse
- Object to specify device's possible resource settings
- Control method to set device's resource settings.
- Network Card
- Pin number, wakeup capabilities
- General purpose events (GP_STS)
- Method to handle level-triggered Lid Switch Event
- Method to handle level-triggered NW Card Event
- Method to handle edge-triggered event

FIG. 4

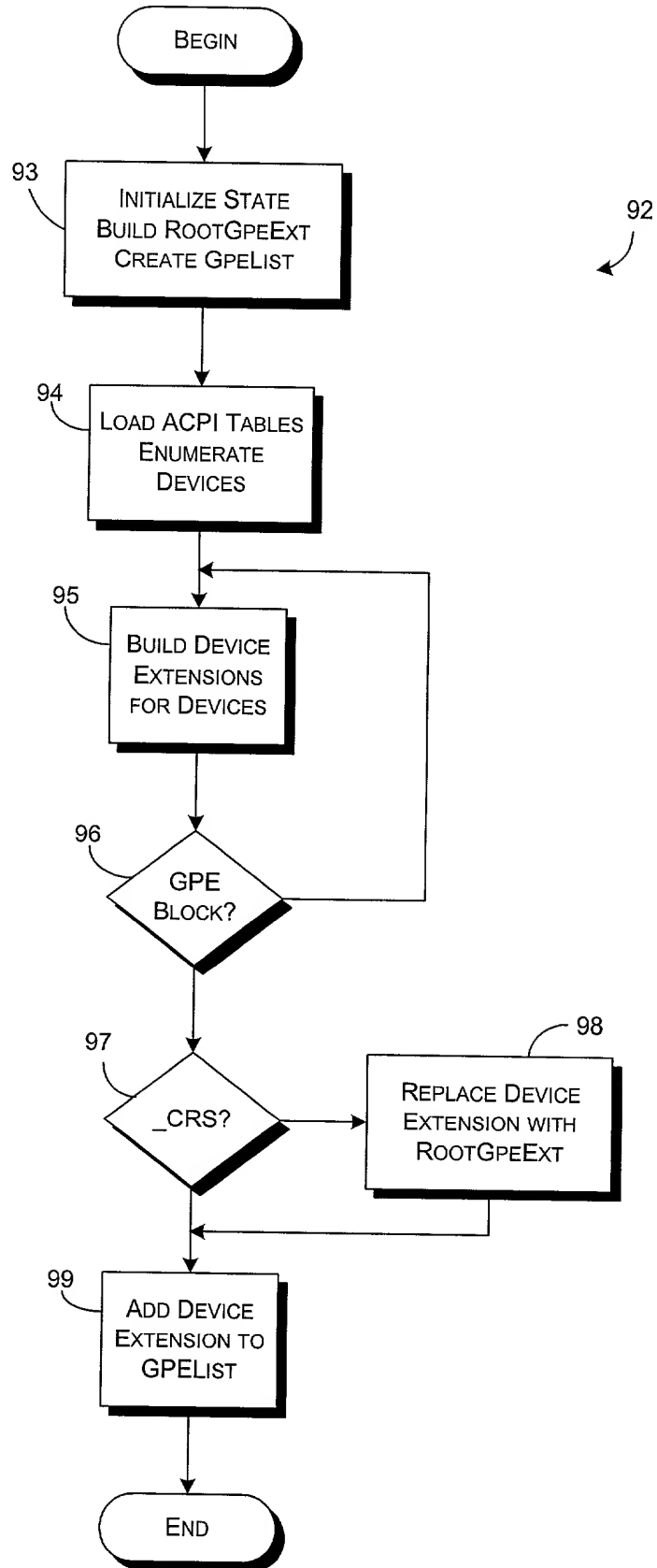


FIG. 5